

Competitions

Camping
Cooking
First Aid
Jolomk'u
Orienteering
Pioneering
Scoutcraft
Staving
Stalking
Sports Trophy
Akela Trophy

The combination of results (as defined in the Notice) are used to determine the Winner of the overall Field Day Trophy

Camping

Competition Team

- A Patrol of Six (06) Scouts (but whole Troop falls in for inspection).
- Clothes worn by the team during inspections: **According to theme**



Rules

Teams can choose campsites on submission of entry form AND proof of full payment. Sites will be allocated in order of date of entry **and** proof of full payment (as per entered Scouts and Scouters) received. Please note that campsite may change due to new sizes.

- Campsites cater for 20 persons (30 allowed before second campsite becomes mandatory) – thus a Troop can purchase the additional badges.
- Campsites will be 20m x 25m (or the equivalent ground area in shape).
- Extra campsites will only be allocated on receipt of full payment.
- Troops may arrive and off-load equipment from **14:00 (No construction)**.
- Construction may only start at **14:00** (disregard of rule = 20 penalty points).
- All lights / generators switched off at **22:00** (disregard of rule = 20 penalty points).
- Scouts must be in bed at **22:30** (disregard of rule = 20 penalty points).
- **Penalties apply for bad hygiene, untidiness, mess & non-punctuality**

Site

- The **whole** Troop Campsite (including extra sites) will be the competition site.
- Each Campsite must have the following as a minimum:
 - Sleeping: enough tents to accommodate adult and youth members.
 - **Parents & family may NOT** camp in the Scout campsite (can use separate site).
 - Kitchen: preparation, washing, waste management systems, food storage.
 - Cooking: fireplace or gas stoves, fire-fighting station, fuel storage.
 - Equipment: storage of equipment, personal kit.
 - Dining: covered seating for **number of Scouts registered on entry form plus one meal judge** (camp cooking team do not have to sit at the table during meals).
 - General site: gateway, flagpole, guest washstand & notice board.
 - Vehicles may **NOT** be parked in campsite area (must be parked in designated area).
 - Boundaries: definitive form of boundary (hazard tape not acceptable).
 - Scouts observed not using gateways or crossing through sites: 20 penalty points

Marked Meals (Own choice menu)

Teams **decide their own menus**. Meals will be evaluated based on preparation requirements, taste, presentation, nutritional value (items from food categories), keeping with the Theme and required temperature for serving, complexity and punctuality.

Breakfast: this must be a **two-course meal** (**two** hot items – not including the hot drink). Thus, you can have hot milk plus an egg / savoury / meat / or any other item that requires preparation). A breakfast of a single cereal with cold milk is **NOT** acceptable.

Supper: this must be a **three-course meal** (**one** course must be hot - eg the main course is hot whilst starters and final may be cold). A single course supper is **NOT** acceptable.

The **WHOLE Troop** must have the same meal (menu and items) as the meal served to the Judge.

One of the adult leaders (Scouters) must also be seated at the table during marked meals.

Equipment Requirements

- Teams determine and supply their own equipment & meal requirements.
- Bring own firewood – **no firewood** may be taken from Hartebeesfontein;
- Theme decorations (flag, notice boards, table settings, costume dress, etc) may be prepared prior to the commencement of the competition.
- **No wet-pits** or hanging bags with drainage system – all wastewater from cooking / preparation / washing up to be disposed of in washing troughs next to pool;
- **All waste (fire ash / rubbish / kitchen)** – bagged and removed as directed.

Campsite Inspection

- Focus is on Camping Standards (health, safety, site layout, neatness, cleanliness, decoration, design, construction, state of equipment).
- Cooking may be done on gas or fire (no penalties for gas & no bonus for fire).
- Full campsite inspections will be as follows:
 - Saturday morning: **07:45**
 - Sunday morning: **08:00**



Meal Evaluation

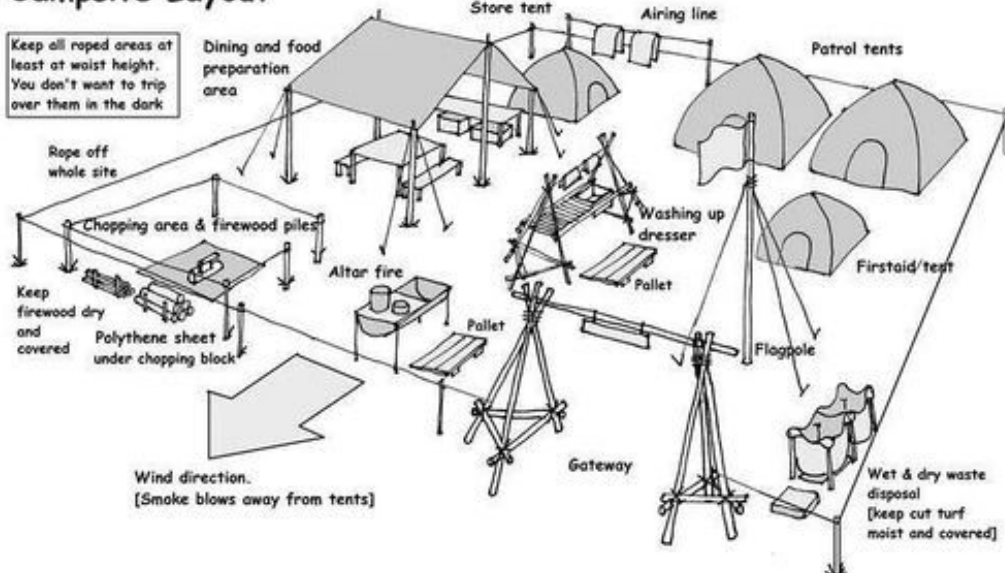
- **One** judge will **sit** at the table (check notice board for updates / changes).
- Meals must be served punctually as follows (late meals incur **penalty** points):
 - Saturday Breakfast: **06:30**

- Saturday Supper: **19:30**
- Sunday Breakfast: **06:45**
- Meals must be completed within **30 minutes** of serving (penalties are incurred).
- Invitations must be served a minimum of **15 minutes before meal serving** to the Operations Centre.
- Judge mess kit to be collected / returned and are for the sole use of the Judge.

Notes

- Teams not ready for inspection incur **20 penalty points** – but the inspection will continue (ie judges will not wait for Team to "be ready for inspection");
- Holes: ground must be **properly restored / closed** by Sunday 08:00.
- Any observation of unsafe behaviour or incorrect behaviour (as per the Scout Law) by a Field Day Judge will incur **20 penalty points** per incident;
- Whole Troop (Scouters exempt) falls in for inspection.
- Troop must fall in at inspection time – no further work on kitchens / site may continue until after the complete inspection has been completed (**20 penalty points**) – or under **instruction from a Judge**.
- **Team during inspection:** Patrol of six Scouts (any six Scouts) which must have a PL and APL (distinguished by some item). **Only these Scouts need to wear clothing according to theme – not the whole Troop.**
- Parents & family to camp at family campsite (designated campsite or in the bunkrooms).

Campsite Layout



The above "plan" is for show and is NOT a requirement for the competition

Cooking

Competition Team

- A maximum of four (04) Scouts.
- Team clothes during competition: **According to theme**



Menu

- Use your imagination and surprise the judges with something spectacular.

Sites

- Each team will cook within a designated area away from Troop campsite (sites will be allocated by Judges).
- Decorations, notice boards, etc may be prepared prior to the commencement of the competition.
- **No holes (wet / ash / rubbish pits)** – all waste bagged and removed.

Equipment Requirements

- **Teams supply own equipment and ingredients for the meal.**
- Equipment for preparation, cooking, presentation, serving, washing up, etc.
- Gazebo / shade to work under (very important)
- Firewood / charcoal (if used)
- All **fire areas must be cleaned (ie no trace of fire after the event)**;
- All equipment must be safe & serviceable.

Specific Rules

- Marks are awarded for preparation, neatness, presentation & decoration, taste, cleanliness of equipment and safety.
- Competition starts at 09:00.
- The meal must be served at **12:30**.
- An inspection of equipment will be conducted between 08:15 and 08:45.
- Cooking may be done via fire, gas, paraffin or electric (own supply) means.
- **Cooking equipment:** note specific instructions below.
- Final equipment inspection is done at 14:30 (no site inspection).

Evaluation

- Judges will evaluate the designated place setting & decoration, equipment cleanliness (before & after), preparation and meal presentation & taste.
- Judges **will not sit** at a table (a panel will judge all entries at the judges table);
- The menu must be served in portions as follows –
 - 12h30: serve starter (to judges as indicated).
 - 12h45: serve main course (to judges as indicated).
 - 13h15: serve dessert (to judges as indicated).
 - A single full place setting must be done at the judging table.



Competition Format

- Teams may start cooking from 09:00 (fires may only be lit from this time).
- Teams will be issued a recipe and dish description to prepare closer to the time (**no ingredients**).

Cooking equipment: please note that all the equipment to be used must be laid out at the cooking site by 08:15. A list (provided by the team) must be available at the inspection. If equipment has not been inspected – the team will not be allowed to proceed with the competition.

Final equipment inspection will take place at 14:30. Teams **MUST** have laid out their equipment by 14:30. Teams that are late or who have missing items (against the list provided in the morning) will **incur 20 penalty points**.

Dirty equipment (before and after cooking event) will be penalised.

- **Parents and Scouters assisting:** the competition is done by Scouts without any intervention or assistance from Scouters or Parents. Any adult found within the designated cooking area during the competition will result in **20 penalty points per incident**.
- Menu ingredients or portions of meals omitted from the set menu presented to the Judges will incur loss of points.
- No-one except the cooking team may be within the designated team cooking area.

The Chief judge reserves the right to disqualify teams should there be evidence of assistance by Parents or Scouters. Remember this is your competition.

First Aid

Competition Team

- A maximum of four (04) Scouts.
- Troop Camp uniform must be worn with an indication of the Team leader.



Tasks

The team will deal with **one scenario (multiple requirements)**

Competition Site

- Each team must report to the competition base as directed.
- Teams will not be competing at the same time (check roster on notice board).
- Teams that are late will be disqualified.

Equipment Requirements

- Teams must provide their own equipment (use the various first aid requirements in the Theme, Scoutcraft, and Interest Badges as a guideline).
- It is suggested that a selection of roller bandages, triangular bandages, and other items to deal with incidents as required in the badges referred in the previous paragraph be brought along to the competition.
- No complete "Troop First Aid Kit" is required (ie no medicines, etc).

Note: Bandages and dressings can be made from material (need not be proper sterilized bandages) as these can then be used later in the Troop for First Aid scenarios.

Evaluation

- Evaluation is based on correct first aid procedure (including bandaging and dressing, wound treatment, splinting, evacuation, trauma assessment, patient interaction, etc);
- Team leadership will be assessed.
- Uniformity will also be assessed.
- A team of judges will evaluate the scenarios.

Jolomk'u

Competition Team

- Troops may use any number of adults – Scouters & Parents (no Scouts);
- Clothing – anything that identifies the Team

Tasks

- Build a 2D Moving gateway for your campsite

Site

- Front of your troop's campsite

Equipment Requirements

- Teams are to determine their own equipment requirements, poles not longer than 4m may be used. 4 guy lines to be used to hold the 2D entrance up.

Specific Rules

- Competition starts when the campsite competition does on Friday
- The longest poles used can be no longer than 4m
- You may not use more than 8 poles and/or staves for the entire project
- Competition ends at **13:00 on Saturday** - **all teams cease all construction activity** regardless of the state of completion
- Evaluation covers construction, stability, neatness, functionality and safety.

Evaluation

The Moving gateway

- The gateway must be able to open and close when someone walks through it – no manual power or pulleys may be used at all
- The gateway must be neat and symmetrical
- The gateway must be safely erected with 4 main guy lines holding it up and all poles on the ground secured with pickets as well
- The simplicity of the design and perfection of the lashings used will form the bulk of the marks up for grabs

Orienteering

Competition Teams

- Team of 04 Scouts
- Troop Camp uniform must be worn with an indication of the Team leader.



Tasks

There are three tasks, which will be a combination of the Junior, Middle and Senior from past years.

- (1) Plotting points on a map, general map work.
- (2) Line Orienteering (follow compass points in a set order).
- (3) Point scoring (getting to points from a central point).

Site

- Teams must report to the competition bases as directed.
- Competition will have a uniform start and finish time for all teams.

Equipment Requirements

- Teams supply their own equipment.
- Mapping compass, 360° protractor, 30cm ruler, calculator (base), water bottles, first aid kit and a GPS device.

Specific Rules

- Evaluation requires correct codes / sequence / completion of tasks.
- Teams may not remove markers / codes or pointers.

Evaluation

- A team of judges will evaluate each of the entries in this category.
- Answer sheets will not be **accepted** after competition close time.

Pioneering

Competition Team

- A maximum of six (06) Scouts.
- Troop Camp uniform must be worn with an indication of the Team leader.



Tasks

- There is only one task – indicated on page 11.

Site

- Notice board and model may be constructed before Field Day.
- This project will be constructed within the troop campsite.

Equipment Requirements

- Teams supply and transport own equipment.
- Any type of rope acceptable (manila, sisal, cotton, polypropylene, or nylon).
- Safety: pickets to be made visible at tip (any means except tyres).
- If any uncertainty exists – contact the Field Day Organiser.

Specific Rules

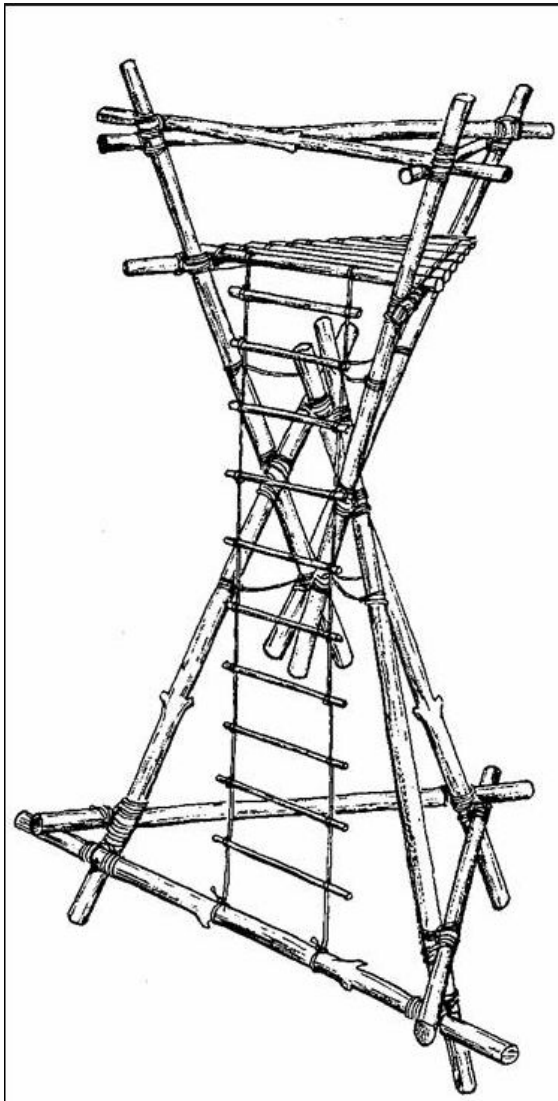
- Competition starts when the campsite competition does on Friday
- The task needs to be completed by **14:00 on Saturday**. Time extension will be given at 05 penalty points per 10 minutes (only ten-minute extensions are available whether completely used or not).
- Evaluation is based on Pioneering Principles (correct use of lashings and knots, whipping, holdfasts, mousing, proportionality, accuracy, stability, ratios) as well as neatness, functionality, safety, teamwork, model, and overall impression.
- Any member of the Troop (adult leaders and Parents) may assist with advice, support, and assistance (**but may not tie lashings, knots nor build any part of the project** – any single event of this being observed by a Field Day Judge will result in 10 penalty points **per occasion**).

Task: Hourglass Tower

The following minimum requirements must be met:

- Tripod poles to be 4m max.
- Top and bottom poles to be 4m max
- A ladder and platform are required

Minimum requirements not being met will incur penalties.



Scoutcraft



Competition Team

- A maximum of four (04) Scouts.
- Scouts may not interchange / swop during competition.
- Troop Camp uniform must be worn with an indication of the Team leader.

Tasks

- Competition packs will be handed out at 09:00.

Site

- Teams must complete the tasks in the designated area (not in campsites);
- Troops may bring refreshments to Scouts.

Equipment Requirements

- Teams are to bring the items on the attached list (not definitive – you may bring more should you feel the urge).
- Not all the items listed may be used during the competition.

Specific Rules

- Tasks require planning, ingenuity, mental dexterity, creative skills, teamwork, success, correctness, accuracy, adaptability, lateral thinking, problem solving and social skills.
- Competition closes at **12:00**. **No extension** of time will be given (irrespective of the number of tasks completed).
- **At 12:00** all teams who have not handed in an answer sheet will be **disqualified** regardless of the state of completion of the tasks.

Evaluation

- A team of judges will evaluate various tasks in this category.
- Places will be decided in the following order:
 - (1) Shortest time to correctly complete **all** activities.
 - (2) Shortest time to complete the **most** activities correctly.
 - (3) If a tie occurs (same time to complete the same number of activities correctly) – then the points for that position plus the next one down will be shared.

Equipment

The following list is suggested (there **are** some red herrings):

- 01 x flat nosed and thin nosed pliers
- 01 x roll of fishing line (light breaking strain)
- 01 x 100g ball of string (called "1mm cotton twine" in shops)
- 02 x craft knives (like a Stanley knife)
- 02 x tubes glue (general adhesive)
- 01 x 80g Pritt Stick
- 01 x bottle wood glue
- 02 x scissors
- 02 x 30 cm ruler
- 01 x 20cm square of pine plywood (or tomato box side)
- 01 x 9cm nail
- 01 x 360° protractor
- 01 x kitchen towel tube
- 01 x packet Press-stick
- 01 x cell phone
- 01 x roll Sellotape / magic tape
- 01 x roll wire (very thin / light)
- 01 x roll tin foil
- 01 x analogue watch
- 08 x 410 g tin cans (baked bean type)
- 02 x 720g tin cans (large jam type)
- Anything that a well-prepared Scout would carry
- Stationery (pencils, pens, erasers, rulers, coloured pencils)
- 02 x clipboards
- Blank A4 paper (any colour)
- 01 x exam pad (ie ruled writing paper)
- 01 x packet cotton wool
- Matches / lighter
- 1.2 m light stave or broom stick
- Large straight tent peg 300mm long
- My Scout Journey

Note: There is a mixture of activities from Scoutcraft to mental alertness.

Stalking

Competition Team

- A maximum of four (04) Scouts.



Site

- Competition will take place on Hartebeestfontein (no transport necessary).
- Teams must be ready to move immediately after Opening Parade.

Time

- Total duration of the event: 180 minutes (from 09:00 until 12:00).
- Teams report to starting point by 09:15 (directions will be given)
- Competition: 120 minutes (from 09:30 to 11:30)
- Recording and close of competition: 30 minutes (11:30 to 12:00)

Equipment Requirements

- Any type of camouflage material is allowed.
- **200mm square flag for each team member** (own design and colour);
- Stalkers must be briefed on the nature of the activity before Field Day.

Tasks

There are TWO Tasks:

Task 01: Stalking

- Each team member to place their marker (flag) as close to the Judge / main Flag as possible (before being seen).

Task 02: Stein Dash

- Teams must recover four "Steins" within a demarcated area (within a specified time).

Rules

- A team of assistant Judges will move freely in the game areas;
- The duration of the Stein competition will be a **MAXIMUM** of 30 minutes (from 11:30 until 12:00) – or earlier should all Steins be recovered;
- The duration of the Stalking competition will be a **MAXIMUM** 120 minutes (from 09:30 until 11:30) – or earlier should all Scouts have been spotted;
- A whistle will be sounded before the start of the tasks;
- A long whistle will be sounded at the end of the tasks. Stalkers **may not move** once the whistle has sounded (**immediate disqualification will occur**).

Staving



Competition Team

- A maximum of six (04) Scouts.
- No other persons are allowed within the competition area.
- Troop Camp uniform must be worn with an indication of the Team leader.

Tasks

- This is an open project task – build a movable staving project that can throw/sling/catapult

Site

- All tasks to be constructed within the troop campsite
- Models and notice boards may be constructed before Field Day.

Equipment Requirements

- Teams are to determine their own equipment requirements; the longest staves may not exceed 2.4m long – number of staves used does not matter
- Any type of rope acceptable (manila, sisal, cotton, polypropylene or nylon);
- If any uncertainty exists – contact the Chief Judge or Organiser.

Specific Rules

- Competition starts the same time as the camping competition on Friday no part of the task may be constructed prior to the start of the competition.
- Competition ends at **14:00 on Saturday** - **all teams cease all construction activity** regardless of the state of completion of the task (patrols to bring their devise to the parade ground to test how far they can propel a standard tennis ball.
- No extension of time will be given.
- Evaluation covers correct use of lashings and knots, whipping, mousing, proportionality, accuracy, stability, ratios, raising & lowering, neatness, functionality (bearings and operation) and safety, the 2nd portion will be the distance the tennis balls fly/roll. Each patrol will receive 3 attempts to get their tennis balls as far as possible
- Any member of the Troop (adult leaders and Parents) may assist with support and assistance in raising a project (**but may not tie lashings, knots nor build any part of the project**).
- Occurrences of non-adherence to the above being observed by a Field Day Judge will result in 10 penalty points **per occasion**).

Akela Trophy

Competition Team

- Scouts of any age.

Site

- Activities take place within the Troop site unless approved in writing by the Organisers.

Theme: Brownsea Island

- All activities and decorations need to depict this Theme.

Equipment Requirements

- Teams determine and supply their own equipment requirements.

Specific Rules

- This Challenge is not a compulsory requirement to qualify for the Overall Trophy, but please take part for the Cubs.
- The activities **must be run by Scouts** – it is not a Pack Scouter / Scouter run activity.

Evaluation

- Evaluation is by the **Cubs** - how much they enjoyed the activity.

The Challenge

- Roughly 120 Cubs are expected (come through in groups of 20).
- Each group of Cubs will have a card directing them in a certain sequence. The sequence plan will also be available to Troops.
- Challenge runs from 13:00 through to 17:00 (04 hours).
- Note: there is an overlap with the Sports competitions that Scouts will want to attend.
- Try to keep activity costs to a minimum.

Activities

- The Group must indicate the type of activity to the organizer by 03 August to prevent duplication of activities (first – come – first – served basis).
- Do not leave the decision what to do too late
- The idea is that the Cubs have fun, learn something new and go away with a memory of a great time had at Field Day.



Sports Trophy

Marksmanship
Tug-o-War
Volleyball

Each Sport has its own Trophy
The combination of results (as defined in the
Notice) are used to determine the Winner of
the overall Sports Trophy

Marksmanship

Competition Team

- Four (04) Scouts per age group (note the interchange rule below).
- Troop Camp uniform must be worn with an indication of the Team leader.

Competition Age Groups

- Junior: 11 – 14.11 years
- Senior: 15 – 17.11 years

Competition Site

- Each team must report to the competition base as soon as they are able.
- There is no roster due to the overlap of Tug-o-War and the Indi Challenge.

Specific Rules

- Weapon: 4.5mm air rifle.
- Team: 4 Scouts
- Range Officer is always in charge – disregard of any instruction will result in immediate disqualification.
- Juniors may shoot in Senior competition – Seniors **MAY NOT** shoot in Junior Competition – disregard of this rule = disqualification.
- Only weapons supplied by Field Day to be used.
- Only one round is played by each team (five shots).
- Points scored as follows: various rings on targets have differing points.
- Range Officer's decision on hits (scores) is **final**.



Tug-o-War

Competition Team

- Six (06) Scouts.
- Troop Camp uniform must be worn with an indication of the Team leader.

Competition Age Groups

- Junior: 11 – 14.6 years.
- Senior: 14.7 – 17.11 years.

Competition Site

- Each team must report to the junior or senior rope as directed.
- A roster will be available on the HQ notice board.
- Teams who are not on time for their pull will forfeit.

Specific Rules

- Anchors may not tie the rope around their waists.
- Competition is done barefoot with no gloves.
- Best of three pulls wins.
- Points score: Will be informed closer to the time.
- Direction of pull will be determined by flipping a coin.
- Umpire's decision is final.



Volleyball

Competition Team

- Six (06) Scouts.
- Troop Camp uniform must be worn with an indication of the Team leader.

Competition Age Groups

- Junior: 11 – 14.6 years.
- Senior: 14.7 – 17.11 years.

Competition Site

- Each team must report to the volleyball court as directed.
- A roster will be available on the Field Day HQ notice board.
- Teams who are not on time will forfeit.

Specific Rules

- Competition is played with shoes but no gloves.
- Only one match (to ten points) is played to determine winner.
- Points score: Will be informed closer to the time.
- Umpires' decision is final.

